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 Dec 18 2008, 01:02 PM

Post #1



Don't Stop Believing :)

Group: Members  
Posts: 3,420  
Joined: 27-July 06  
From: Left Kafa Prontera  
Member No.: 2,070

Level: 1  
Pwns: 0 | Jellopies: 5,027  
Hp: 30/30  
Str: 30/30  
Exp: 13/30

## THE SIGN QUEST

[revised pRO version]

### Legend:

**Green** - NPCs

**Yellow** - choices/answers/input

**Plum** - required items

**\*\*\*Red** - warnings and important reminders

**Cyan** - notes

### Quest Requirements:

1. Base Level must be 50 and above
2. Item requirements will be listed by part
3. Pre-requisite quests: [Umbala Language Quest](#) and [Piano Keys Quest](#)

**THIS QUEST GUIDE WILL BE DIVIDED INTO 3 PARTS**

**NOTE:** It is recommended that you collect the items first and read the guide ahead before you start the quest in order to prevent failure and delay.

**REMINDER:** There are 2 NPCs that are only available on certain times. One is from 5pm - 10pm Pacific Standard Time and the other is from 7pm - 9pm PST. If you missed them, you can talk to them again the following day in their availability time.

**Quest Rewards:**

- Access to Geffenia Dungeon (Lucifer's Lament)
- Access to the Cursed Fountain (where you can make Cursed Water)
- The Sign Accessory (atk and matk + 5%)
- Hefty amount of exp

**=====The Sign Part 1: The Crumbs of Sobbing the Starlight=====**

**Required Items:**

- Fluff x 100
- Posion Spore x 50
- Scorpion Tail x 30
- Rotten Bandage x 20
- Little Evil Horn x 15
- Coral Reef x 10
- Empty Test Tube x 10
- Green Herb x 10
- Yggdrasil Leaf x 2
- Various Dolls and other items (see #14 for the list)
- Royal Jelly x 10
- Honey x 20
- Bear's Footskin x 30
- Hinalle Leaflet x 1
- Ment x 1
- Empty Bottle x 1

**Required Zenny:**

- 10,000 zenny

1. Read the Notice in any of the following locations:

- **prontera 147, 305**

- geffen 168, 175
- morroc 168, 265
- payon 160, 183
- alberta 35, 241
- aldebaran 54, 223

## NOTICE

*Those of you who are interested, come to me and I will test your abilities. The one who can manage to pass this testing just might be capable of helping me prove a forgotten legend and uncover a long lost power. I shall be waiting.*

*Metz Brayde*







The announcements are all the same so you only have to read one.

This post has been edited by **dreadwings**: Dec 18 2008, 01:04 PM

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Dec 18 2008, 01:05 PM

Post #2



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Group: Members  
 Posts: 3,420  
 Joined: 27-July 06  
 From: Left Kafra Prontera  
 Member No.: 2,070

2. Look for **Archaeologist Metz Brayde** inside (*prontera 263, 278*) and talk to him. Choose **I've been following these signs and....** He will instruct you to go to Arian in Morroc.



Level: 1  
Pwns: 0 | Jellopies: 5,027  
Hp: 30/30  
Str: 30/30  
Exp: 13/30  
Attack User

3. Talk to **Arian** inside (*morroc 284, 170*). Choose your "**character name**" in the option.



He will ask you to bring him the following items afterwards as a test:

#### QUOTE

**\*REMINDER:** You should only bring Arian the required items when he only requests you to do so. If you bring all of them at once, Arian will get them ALL and you'll have to hunt for the items again. So remember to only give him the items by SET, and NOT ALL at once.

- 1st item: **Fluff x 100**
- 2nd item: **Poison Spore x 50**
- 3rd item: **Scorpion Tail x 30**
- 4th item: **Rotten Bandage x 20**
- 5th item: **Little Evil Horn x 15**
- 6th item: **Coral Reef x 10**

4. After passing the first test, talk to the **Young Man Gaanan** in the counter for your 2nd exam.

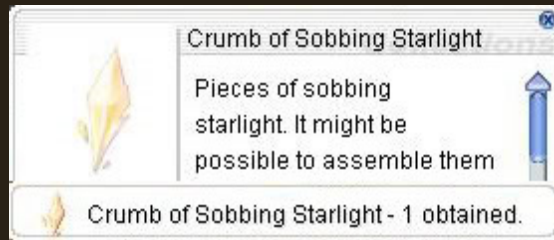


He'll give you 5 questions to which the answers are:

- **Look for fresh water.**
- **Find a way out.**
- **Stay put.**

- **Solve the murder case on my own.**
- **What else? Save the world.**

5. After passing the second test, talk again to **Arian** to receive your first **Crumb of Sobbing Starlight**. You have to look for **Daewoon** afterwards.



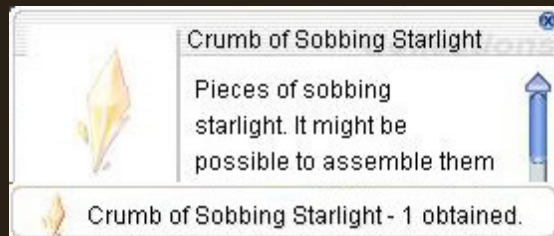
6. Move inside the building at (payon 128, 204) and go through the portals until you see **Daewoon**.



Talk to him and choose the following options:

- **No, but would you tell me?**
- **I'll do my best.**
- **Yes, I do**
- **I hate people who do that.**
- **I can't destroy such beauty...**
- **Yes, of course**
- **Yes**

He'll give you the 2nd Crumb of the Sobbing Starlight when you pass the test. You can take again the test if you failed. Your next examiner will be Sir Jore.



7. **Sir Jore** is located inside (aldebaran 225, 54) and he is only available from **5pm to 10 pm PST**. [If you missed his time, you

have to continue again the next day.]



Talk to him and choose **Daewoon sent me**. Tell him your name and he'll ask you to bring the following items:

- Empty Test Tube x 10
- Green Herb x 10
- Yggdrasil Leaf x 10

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 **dreadwings**

 Dec 18 2008, 01:12 PM

Post #3



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8. After giving him the items, he will ask you to look for a father and daughter alchemist. Talk to **Piru Piru** (the one standing near the door) and choose the option **About vanished Alchemists** and she'll reveal the location of the missing alchemists.

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Hp: 30/30

Str: 30/30

Exp: 13/30

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9. Head to the South Forest aka **Hidden Temple level 2** and find **Pleur** at (prt\_maze02 57 151)



- From prt\_fild01: up, down, left, right, down, up, left, up, up, left
- From mjolnir\_12: down, down, left, right, down, up, left, up, up, left [suggested - south of aldebaran]

Walk by near her and a dialog box will be displayed. She will either:

- Send you where she and her father are
- Send you randomly in level 1 or level 3 of the maze

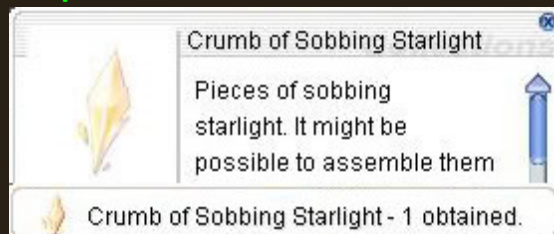
If the latter happened, it is much better to go back to your save point and start again rather than walking through the maze just to get yourself out as it is very time consuming. Or you can also teleport your way back to the portal to level 2. And speaking of teleport, it is possible to send yourself to the father and daughter alchemists' location via fly wings or the teleport skill.

10. Once you are in their location, move forward and talk to either **Gordon** or **Pleur** to trigger a conversation. Choose **Excuse me.** and then **Ask About Stone of Sage.** He'll guide you out of the maze after.





11. Return to **Sir Jore** and tell him what you've discovered. Input **Red Gemstone** (you can also input Blue or Yellow Gemstone) when prompted and you'll receive the 3rd **Crumb of the Sobbing Starlight**. He'll tell you to visit **Lady Jesquerienne** in Geffen.



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Level: 1  
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Str: 30/30

Exp: 13/30

[Attack User](#)

12. Go inside the Geffen building at (geffen 172, 174) and talk to **Lady Jesquerienne** (geffen\_in 59 74). Tell her the following:



- **I've never heard of you.**
- **Nope, doesn't ring a bell.**
- **Stuck-up chick.**

After you told her that she's a stuck up chick, she's going to challenge you into a trivia game.

13. Talk to **Aaron**, the man beside her to start the quiz challenge.

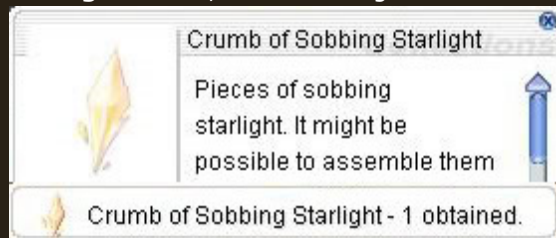


Here's a list of some of the questions asked by Aaron:

- Which NPC is not relevant to Blacksmith Job Quest? **Barcardi**
- Choose the correct name of the ruler of the Rune-Midgarts Kingdom? **Tristram III**
- Choose the skill related to the Priest's BS Sacramenti from the ones displayed in the list? **Gloria**
- Choose the monster which does not drop the 'Yggdrasil Leaf' item: **Marduk**
- Which item is not relevant to the creation of Counteragent? **Karvodailnirol**
- What is the Bunny Band's DEF and it's added ability? **2 / LUK+2**
- Choose the job class that cannot equip Silk Robe: **Hunter**
- What is the city closes to the Turtle island? **Alberta**
- Fifty-one multiplied by fifteen, divided by three, plus five is equal to..? **260**
- Choose the building that is closest to the Item Upgrade in Juno: **Weapon Shop**

- Choose the item that cannot be equipped by Novice class characters? **Wooden Mail**
- Choose the item that is necessary for a Blacksmith to create a Gladius? **Sapphire**
- Choose the property that is unrelated to the Mage's Bolt type skills: **Earth**
- Choose the monster on which the Mage skill, 'Stone Curse' is ineffective: **Evil Druid**
- Choose the monster that is a different size than the others: **Marin**
- Choose the Hunter's Trap skill which does not inflict Property Damage: **Shockwave Trap**
- Choose the correct DEF for the Indian Filet item: **3**
- Choose the level requirement for entering the PvP room: **31**
- Three thousand one hundred two added to five hundred, plus four, divided by 6 equals...? **601**
- What is the correct weight for 1 Empty Bottle? **2**
- Choose the NPC that looks different than all others: **Izlude Meat Merchant**
- Choose the material that is not related to the creation of a Condensed White Potion: **Empty Bottle**
- Choose the monster that is a different type than the others: **Penomena**
- Four thousand five hundred sixty divided by four, divided by two, plus three is equal to...? **573**
- Which monster would receive the most damage from a Fire Property Dagger? **Hammer Goblin**
- Choose the prefix or suffix that is incorrectly matched with his Monster Card name: **Golem - Immortal**

Your score must be higher than **Jesquerienne's**. If you managed to beat her, you'll obtain the 4th **Crumb of the Sobbing Starlight**. If not, talk to her again and choose **I can't let you win!** and talk again to **Aaron** to start the exam.



14. Proceed to **Comodo Casino** at (*comodo 140, 111 or comodo 153, 97*) after you get the piece from **Jesquerienne** and look for **Strange Guy Dearles** at the 2nd floor of the casino. **Dearles** is only available from **7pm - 9pm PST**. If you missed him, you may go back to him the following day.



Talk to him and choose **Excuse me...** then **I'm here for Metz?** He'll ask you to pay **30,000 zenny**. Choose **Here you are...** when you are ready to pay.

Next, he will ask you to get some "artsy" items. You must accumulate 11 points or more of these different artsy items in order to continue with the quest.

Here are the known examples according to iRowiki and their current points:

- **Puppet - Doll Merchant (Prontera) - 1pt**
- **Poring Doll - Doll Merchant (Prontera) - 1pt**
- **Chonchon Doll - Doll Merchant (Prontera) - 1pt**
- **Red Frame - Gift Merchant (Prontera) - 1pt**
- **Chung Jah - Gift Merchant (Prontera) - 1pt**
- **China - Gift Merchant (Prontera) - 1pt**
- **Crystal Mirror - Trader (Morrc) - 2pt**
- **Spore Doll - 3pt**
- **Rocker Doll - 3pt**
- **Frozen Rose - 4pt**
- **Yoyo Doll - 4pt**
- **Raccoon Doll - 4pt**
- **Osiris Doll - 7pt**
- **Baphomet Doll - 7pt**

If he is satisfied with the items, he will send you to **Lamadin** for part 2 of his exam.

15. Talk to the **Examiner Lamadin** for the mechanics then enter the chatroom afterwards.

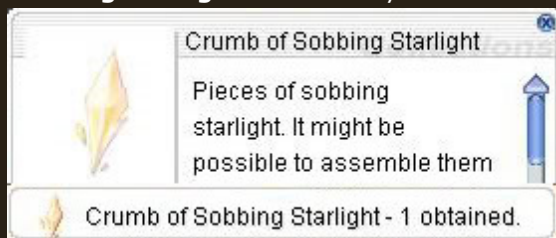


The exam is like the Dancer's job change test. It is recommended that you set your effects on and go to the spot where the "hide" skill effect is. You really don't have to follow the whole dance steps but a first few steps would do to make it count. Having an Increase AGI status would also help (Increase AGI scrolls, Pecopeco hairband, Afro wigs, Bloody Axe, Authoritative Badge, Speed Potions etc; Riding a Peco also helps a lot 🤪).





Talk to **Lamadin** after the dance to know whether you passed or failed the exam. If you failed, enter the chatroom again to repeat the exam. If you passed, go out of the test room through the portal and go back to **Dearles** to take your 5th **Crumb of Sobbing Starlight**. He'll send you to Alberta to find **Bakerlan**.



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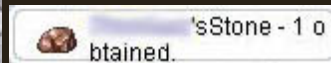
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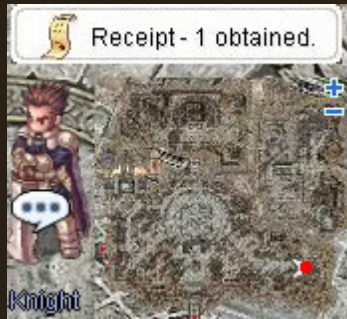
16. Move to the house at the north (*alberta 98, 222*) and look for the **Wealthy-looking Merchant Bakerlan** at the 2nd floor, 1st room. Tell him **Mr. Metz sent me**. He'll ask for proof so show him your pieces of the sobbing starlight. He'll send you to his steward afterwards.



17. Talk to the **Peculiar-looking Steward Mahatra** and he'll ask you to deliver a stone with your name attached to **Leibech**.



18. Proceed to Juno lower right (*yuno 330, 100*) and talk to the **Knight Leibech**. He'll give you a receipt as a proof of your delivery.



19. Head back to **Mahatra**, give him the **Receipt** and he'll send you to **Bakerlan**. He has another assignment for you so talk again to **Mahatra**. Choose **You have another assignment for me**. He'll tell you to look for **Seylin**.

20. Talk to the **Maid Seylin** at the 2nd floor. **Choose Excuse me, but Mahatra sent me...** then **Actually, he sent me to help you.** Then choose **Sure, why not.** She'll ask you to go to Aldebaran for the Vigorgra medicine. (lol!)



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Post #6



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Group: Members  
Posts: 3,420  
Joined: 27-July 06  
From: Left Kafra Prontera  
Member No.: 2,070

21. Enter the **Alchemist Guild** at (aldebaran 65, 53). Head downstairs and you'll find **Alchemist Melkaba** (alde\_alche 169 162) in the nearest right room from the stairs.



Level: 1  
Pwns: 0 | Jellopies: 5,027  
Hp: 30/30  
Str: 30/30  
Exp: 13/30  
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Talk to him and choose **Vigorgra?** from the given options. Then choose **I need Vigorgra for... a friend**. He'll then ask you to get the following ingredients to make the said item.

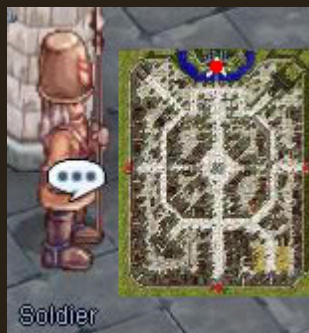
- **Ment x 1**
- **Honey x 20**
- **Royal Jelly x 10**
- **Bear's Footskin x 30**
- **Hinalle Leaflet x 1**
- **Empty Bottle x 1**
- **10,000 zenny**

He'll make you a **Vigorgra** after you've given him the required items.

22. Go back to **Seylin** and she'll ask you to send the **Vigorgra** and a letter for his brother working in **Prontera Castle**.

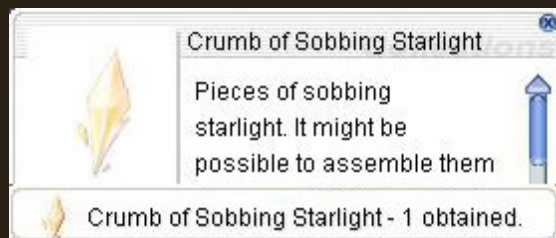


23. Head to the **Prontera Castle** (*prontera 156, 360*) and look for the **Soldier** standing in the right post near the 2nd portal. Talk to **Soldier Maruin** and tell him this when asked: **Oh no, she sent you a birthday gift**. Return to **Seylin** afterwards.

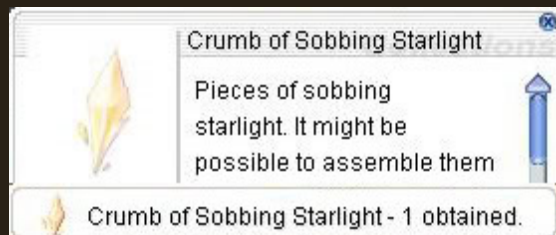


24. **Seylin** will give you **3 Panaceas** as reward. Talk to **Mahatra** again then return to **Bakerlan** to obtain the 6th **Crumb of Sobbing Starlight**.





25. Return to **Metz** and he'll hand over the 7th and last **Crumb of Sobbing Starlight**.



=====END OF PART 1=====

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Post #7